

# HADRON

The background of the entire page is a dynamic space battle scene. A large, fiery orange and red explosion is the central focus. Several spacecraft are visible: one in the upper left with a blue engine glow, another in the upper center, and a larger, more complex ship in the lower right emitting bright white light from its engines. The space is filled with numerous asteroids of various sizes and a dense field of stars.

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# Hadron

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Remember the silly Viking missions that took soil samples to detect life on Mars and missed the big rock shaped aliens? Well, now we're at war with those oversized pet rocks. They've managed to terrorize space with a strange assortment of ships, creatures and weird asteroids. Hop in your cruiser and show them who's boss in this solar system.

## To Start

Boot the disk as you usually would. The game will come up in about four seconds. Press the space bar to start the game. Next, if you want to use the keyboard or Joystick to steer and fire, press the appropriate key (see below).

## The Object

The object (besides having fun) is to follow the fighters back to their base and destroy it. If you successfully vaporize the base, you will be refueled, supplied with more ammunition and returned to open space at the next higher level of difficulty. When you reach the next level you must again pursue the enemy fighters back to their base. See the Foe Chart to help identify the fighters at each level. Destroying excess returning and attacking enemy fighters will reduce enemy flak and make your task easier.

Alternatively, you can chase ships and try for the highest score before you run out of time or ammunition. There is enough fuel to chase a few ships and still track a returning fighter. (Fighters returning to their base/s are seen in the rear view and are identified by their white tailpipes.) This provides a great deal of excitement, much like a dogfight in an ancient airplane.

## The Controls

There are three separate sets of controls for your ship. They are:

**Paddles or analog Joystick:** Hadron defaults to these controls when started. Use the paddles or joystick to steer. One button will speed up the ship, the other will slow it down. Push both buttons at the same time to fire at the targets.

**Keyboard:** To enable the keyboard controls, hold down the CTRL key and press the K key (CTRL-K). The A, Z, ← and → keys will move the ship up, down, left and right respectively. The slash (/) key will straighten out your flight. The space bar will fire your neutralizing torpedoes. The { and } keys decrease and increase your speed.

**Joyport:** If you have a Sirius Software Joyport with Atari<sup>™</sup> type joysticks attached, set the switches to the stick you wish to use and then hold down the CTRL and SHIFT keys and press the P key (CTRL SHIFT P). Use the stick to steer and the button to fire. To change speeds up and down use the { and } keys.

The other controls available regardless of what device you use to steer and fire with are:

Sound effects can be turned on and off by successively pressing the S key.

Pause the game and continue action by pressing the ESC key.

Restart the game by holding down the CTRL key and pressing R.

**Steering and Speed Response** can be modified with the number keys 1, 2, 3, 4 and 5. For example, press 5 to get the fastest response to the controls. This makes response to the steering very sensitive and also allows you to most rapidly accelerate and decelerate. To catch the fastest ships you may have to set the response to 5.

**Control Orientation:** The H and V keys will reverse the horizontal and vertical response to your joystick, paddles, or Atari<sup>™</sup> type joystick. If you reverse either orientation, a small V, H or both will appear in the upper right line of the screen display.

# HADRON FOE CHART

## Enemy Fighters

Patrolling  
Enemy Fighters



Returning  
Enemy Fighters



Omega Class  
100 Points

Gamma Class  
200 Points

## Saucers



Blood Eye  
100 Points



Purple Spinner  
200 Points



High Speed Saucer  
800 Points

## Sensors And Surveillance



Radio Sensor  
100 Points



Optical Sensor Device  
200 Points



Relay Station  
300 Points



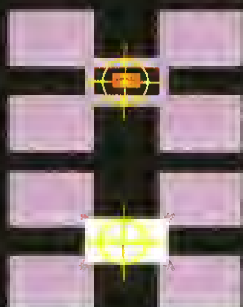
## Enemy Base

500 Points And Refuel



### Beta Class

300 Points



### Alpha Class

400 Points



### Delta Class

500 Points

## Debris



### Booster

5 Points



### Chet And David

50 Points



### Hadron

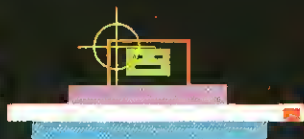
800 Points

## Robots



### Surveillance Ship

300 Points



### Close Reconnaissance Ship

500 Points



### Asteroids

5 Points

## Asteroids

## The Display

At the top of the screen are shown (in order) the following:

DISTANCE TO ENEMY BASE: (from 1 to 9)

HIGH SCORE: (this series of games only — not saved on disk)

SCORE: (this game)

LEVEL: (from 1 to 5)

FUEL: (decrease whenever you steer or change speeds)

AMMUNITION: (shows how many shots you have left)

RESPONSE SETTING: (from 1 to 5)

SPEED:

## Targets

**Surveillance Ship:** 300 points for destroying its revolving transmitting antenna.

**Blood Eye:** The orange "eye" is the obvious target. 100 points for a direct hit.

**Asteroids:** 5 points if destroyed. The target area is the purple. Running into a Martian asteroid will cut your speed in half. This is a strange area of space where all the asteroids are made of rectangular crystals.

**Hadron:** 800 points if hit in the center of his "eye." Hadron is one of a master robot race created by the Martians.

**Chet and David:** 50 points for hitting Chet and David's ship in the blue area. Can you tell what they are talking about?

**Optical Sensor Device:** 200 points for hitting the "eye" when it comes up to take a look.

**Radio Sensor:** 100 points for hitting the orange revolving radar antenna on top.

**Close Reconnaissance Ship:** 500 points for hitting the sensor on top as the martian tries to get a close look at you.

**Relay Station:** 300 points. Shooting this one will double the speed of your torpedoes.

**Booster:** 5 points for getting rid of this space debris left over from an old shuttle mission.

**High Speed Saucer:** 800 points for shooting this evasive foe. It is weak only in the orange areas (rust spots?).

**Purple Spinner:** This one is a lure. 200 points for a direct hit into one of it's white windows. Fun to chase but only a diversion.

**Enemy Fighters:** The fighters are the secret to winning this game. If followed, they will return to their main fuel base. There you will be able to destroy the base and refuel. At each level of play a new fighter type will appear. In order of appearance they are:

Omega class: level one.

Gamma class: level two.

Beta class: level three.

Alpha class: level four.

Delta class: level five.

From the front, these fighters are only vulnerable in the orange control windows. On the rear view they are vulnerable only by hitting the white tailpipe areas.

**Enemy Base:** Target a white port only. 500 points, a refuel and advancement to the next level are your reward.

**Unclassed Vessels:** The Martians are busy inventing new ships, so be on the lookout for objects not listed on the Foe Chart.

## Important

This diskette, when booted, will do a quick test of itself and your Apple. This assures that the load of the game is exact. Failing the test results in a "beep" and an attempt at rebooting will occur. If after the attempt to reboot, the game is still not running, then you have one of the following problems: 1) the disk drive is out of adjustment, 2) you have a bad RAM in the Apple, 3) you have a bad diskette. Try the disk on a different Apple and disk drive to isolate the problem. (We test all our products individually prior to shipment; however, a duplicate of the game is on the backside just in case.)

**Sirius Software Replacement Policy:** Sirius Software, Inc. will replace any defective disk with a new one for \$10.00. This fee covers the cost of the new disk, handling, and return postage within the United States and Canada. For those outside the U.S.A., please include enough additional funds to cover return postage. The original disk must be returned to us for replacement.



D2D0087 QTY 1

Programmed By Larry Masi

Assembly Language (198K)

Requires An Apple II or II+ Computer With 40K

Boots Directly With Bitner 13 © 1981 Sirius Software

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